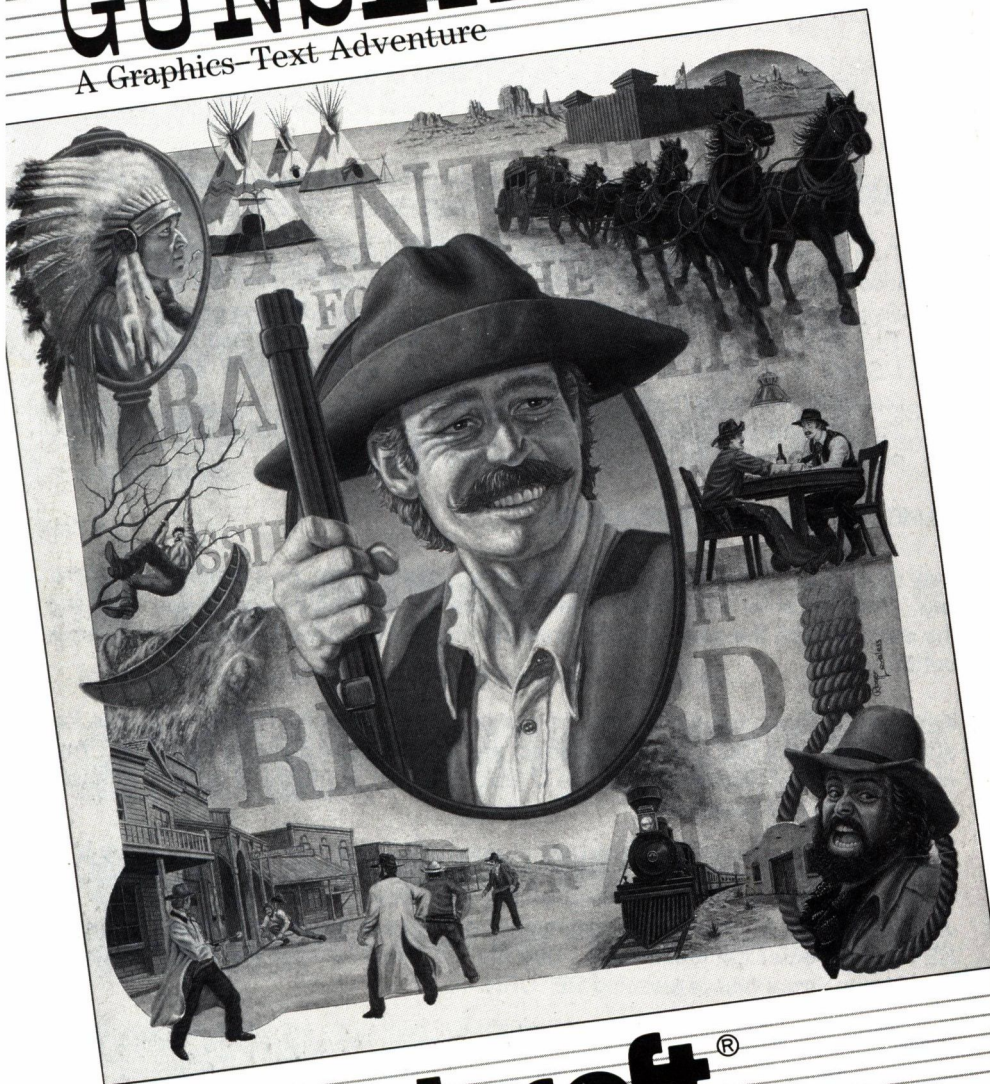# GUNSLINGER™

A Graphics-Text Adventure

Datasoft®

REQUIREMENTS

- Apple II® series computer (48K)
- Compatible disk drive
- GUNSLINGER game disks (2)
- Blank, formatted disk (save-game disk, optional)
- TV or Video monitor
- Joystick (optional)

NOTE: The GUNSLINGER game is on both sides of the disks. There are labels on Side A and Side C. Side B is on the reverse of Side A; Side D is on the reverse of Side C.

GETTING STARTED

1. Turn off computer, connect Joystick, and turn on power to TV or monitor.
2. Insert GUNSLINGER, Side A, into the drive and close the door (for a save-game disk, format a blank disk with Apple DOS 3.3 *before* loading the game).
3. Turn on computer. Once title screen has loaded, you're prompted *WILL YOU BE USING A JOYSTICK (Y/N).* If you have a Joystick, type **Y** and follow the prompts. If you don't wish to use a Joystick, type **N**.
4. You are now prompted to *PLEASE FLIP DISK.* Place Side B in the drive and press the SPACE BAR. Leave disk in drive during play.

GAME CONTROLS AND INDICATORS

Play GUNSLINGER using the Keyboard only, Joystick only, or a combination of the two. You can enter commands when you see the flashing cursor. If you don't see the cursor, scroll the game text by pressing the SPACE BAR or the bottom Joystick button.

Keyboard: Type commands into the computer and press RETURN. Use the left arrow (<---) or the DELETE key to correct any errors *before* pressing RETURN. You may use some abbreviations such as U (up), D (down), N (north), S (south), E (east), W (west) and INV (inventory).

Joystick: The Joystick moves the on-screen arrow. Use the arrow to highlight the words listed in the command menu on the right side of the screen. Press the top Joystick button to print those commands on-screen; press the bottom button or RETURN to enter the commands. Use the left arrow (<---) or the DELETE key to correct any errors *before* pressing RETURN.

When you print a Verb on-screen, the command menu moves to Nouns. Print a Noun and it moves to Prepositions. Print a Prepostion and it moves back to Nouns. You can also use the Joystick to change the command menu: highlight the menu name at the bottom of the command screen and press the top Joystick button until you see the one you need. To scroll through the choices in any word list, highlight the up or down arrow at the bottom of the command screen and press the top Joystick button.

Compass: To bring the compass into view, move the on-screen arrow into the area just to the left of the command screen. Highlight a direction (N, S, E, W) and press the top Joystick button. The command is automatically entered.

Combining Keyboard and Joystick: There are several ways to combine use of the Keyboard and Joystick in GUNSLINGER. For example, you can use the Joystick (with the Compass) to move quickly in any direction and the Keyboard to *type* commands such as GET KEG. Another alternative is to highlight the Verbs with the Joystick and type in the Nouns. If you prefer to use the Keyboard exclusively, you can still use the Joystick to scan the menus to help determine which words to use when typing commands.

To save a game, type SAVE or highlight the SAVE command with the Joystick. You're prompted to *INSERT SAVE DISK AND TYPE A LETTER* (keep a list of your saved games). After saving a game, re-insert the game disk and continue play. *Caution: Never save a game on the GUNSLINGER game disk!*

To load a saved game, type LOAD or highlight the RESTORE command with the Joystick. Follow the prompts.

When "The perils of The West have overcome you," you're prompted *WOULD YOU LIKE TO L)OAD A SAVED GAME, R)ESTART, OR Q)UIT.* Make your selection and follow the prompts.

HINTS

- Remember to save the game frequently; it's fairly easy to be Overcome by the Perils of The West!

- It's a good idea to make a map to keep track of your progress.

- There is a use for every item you find in the adventure. Some are more important than others. You can't GET everything; you may have to figure out alternative ways to obtain or use items.

- If you encounter a dishonest character in Dawson, remember this is The West; compromise is unheard of (it may even get you into trouble).

- Having been influenced by Western Ways, the Indians 'round these parts are vain.

- A horse can make the difference in a life-or-death situation, if you know when and where to leave it behind.

CREDITS: Game Developed by ⬤ Imagination Development Systems
Programmed by Allen Adham
Graphics by Evan Ballinger
Documentation by Kathi B. Tremblay and Amy R. Margowsky

THE STORY

You, ex-ranger Kip Starr, receive a telegram from James Badland, your one and only true-blue. "What sort of trouble is it this time, old guy?" you mutter while opening the telegram. "That boy always seems to get himself hooked up with the wrong people." It's no surprise to find that he's south of the border and behind bars. A second telegram informs you that James is to be hung in two days. You realize you'd better get moving or you may never see your friend again. Just as you're about to head south, you receive yet another telegram. This one leaves you pale and weak. It reads:

WE'VE ESCAPED FROM JAIL.
JUST A WARNING FOR YOU AND THAT BUDDY OF YOURS.

SIGNED: THE DALTON BROTHERS (ALL **SIX** OF US)

The game begins with you stranded in the desert. Your horse is dead, and things look pretty grim. Fortunately for you *and* James, a friendly traveler comes to your aid and gives you a ride into Dawson City.

You're bound to run into some tough and interesting characters while trying to rescue your friend. There are six areas to explore and survive before reaching your destination. You only have two days to find James, so what are you waiting for? Go to it, Mr. Starr; save your friend so the two of you can finally settle this nuisance with the Dalton Boys. . . once and for all!

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